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(54) **SENSOR EXPERIENCE SHIRT**

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(57)

ABSTRACT

The present invention includes systems and methods for enhancing audience sensory experience. Light-emitting diodes and vibrators may activate on an audience member shirt when an actor receives a hit while wearing a shirt having sensors. The audience member may choose to receive input from a particular actor's shirt. The audience member may also choose to view a replay of an event and activate the associated light-emitting diodes and vibrators.

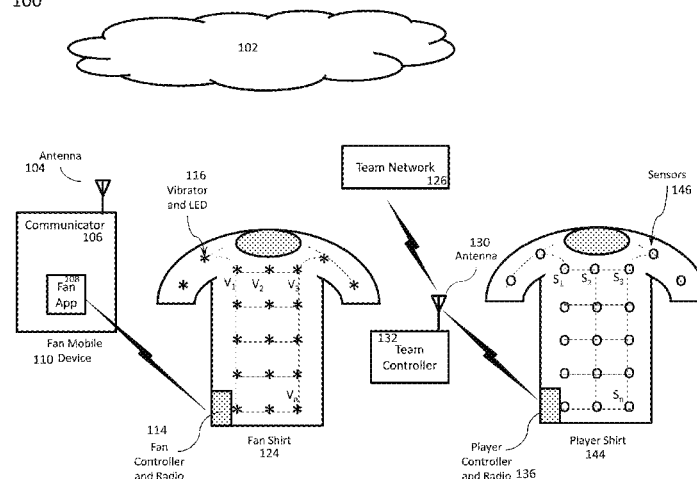
9 Claims, 8 Drawing Sheets

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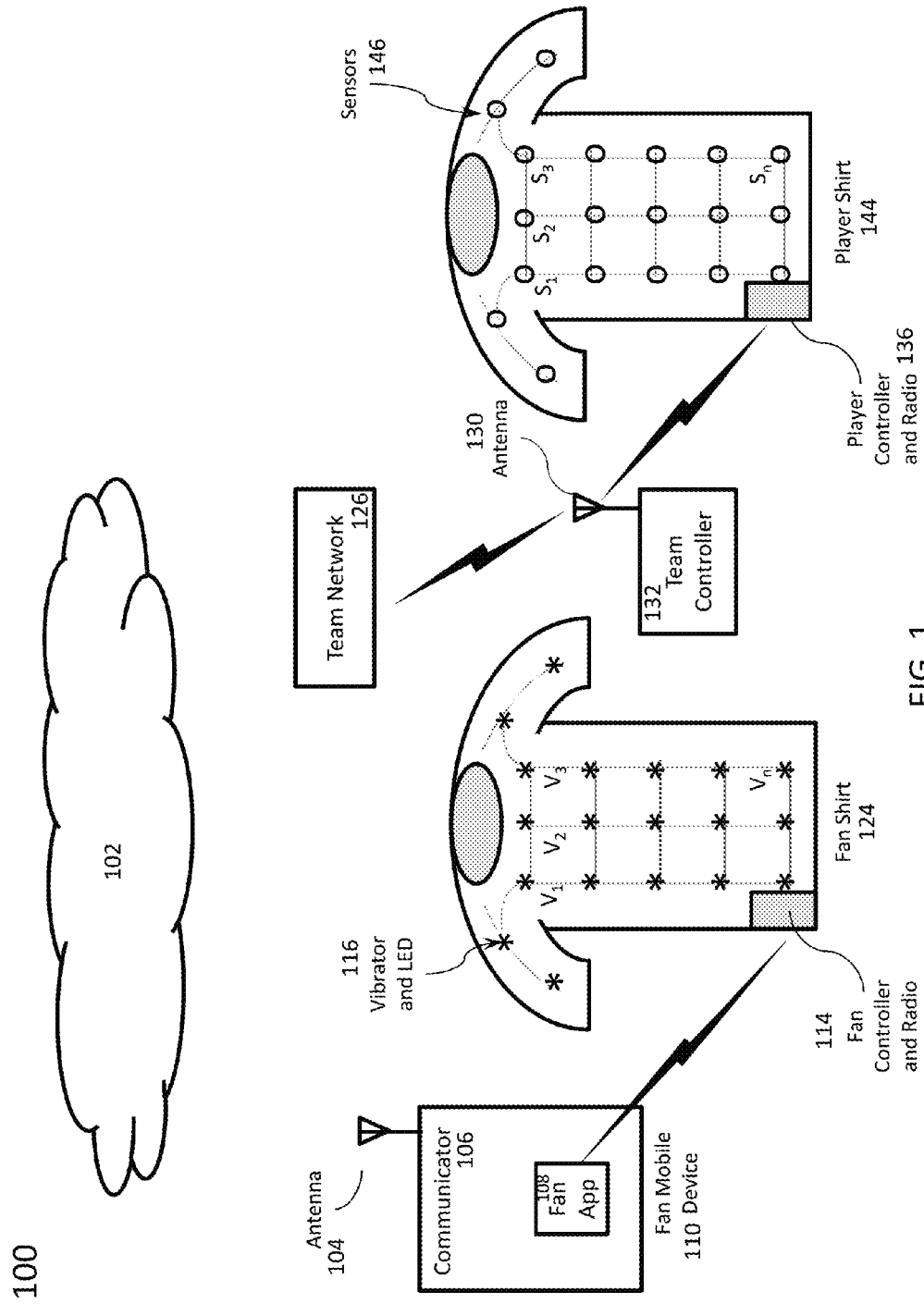
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U.S. Appl. No. 14/798,057 Office Action mailed Nov. 24, 2015.

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* cited by examiner



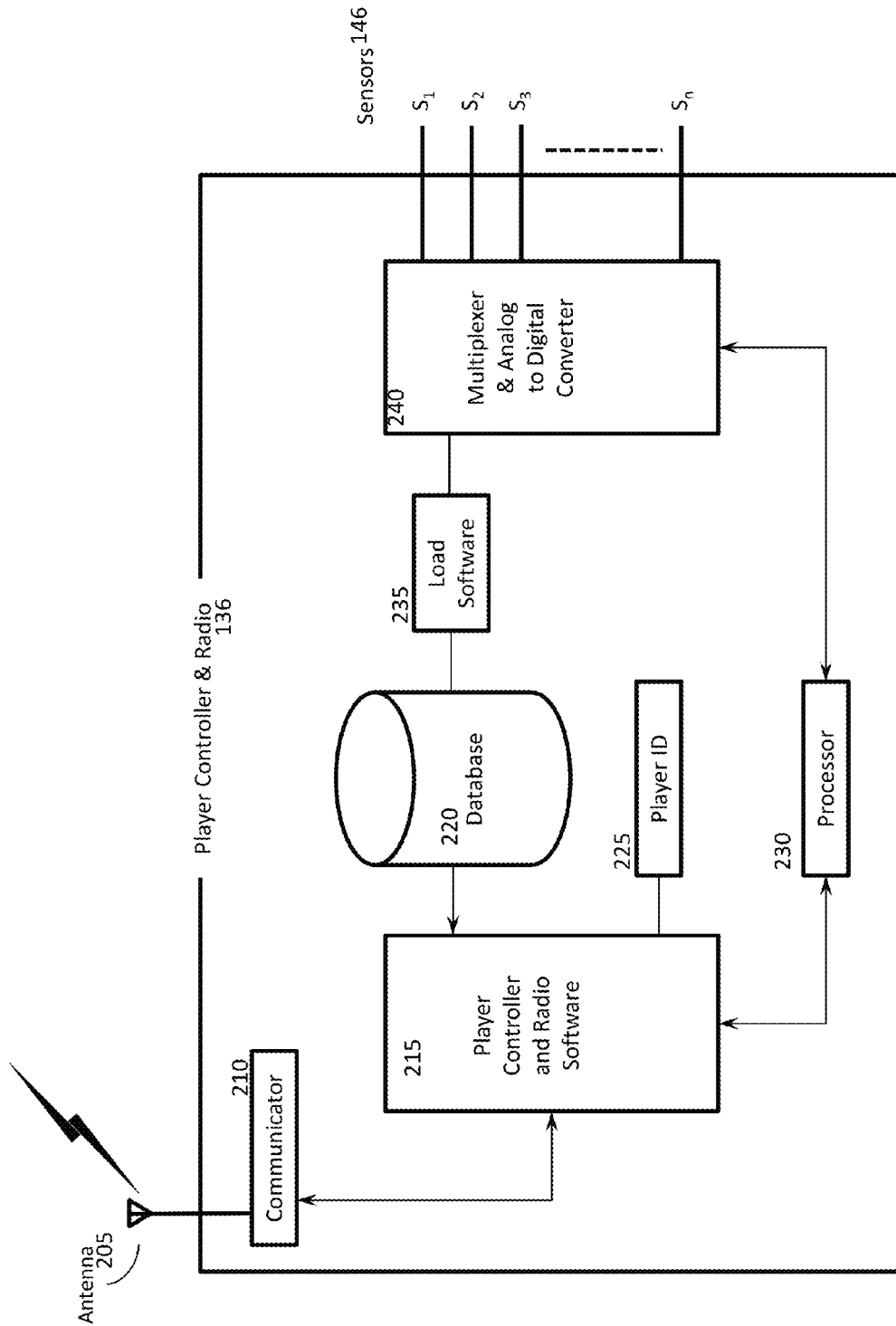


FIG. 2

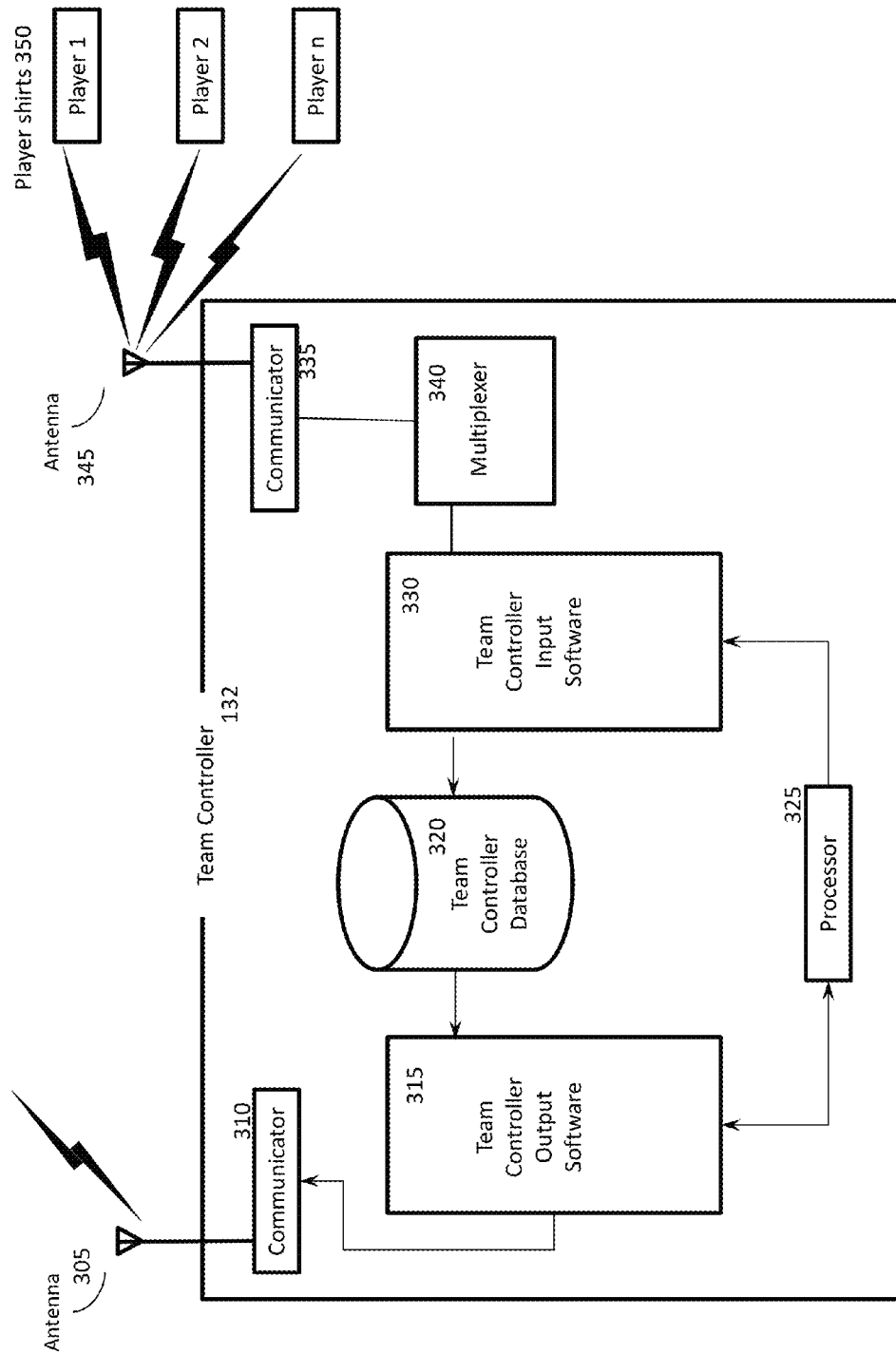


FIG. 3

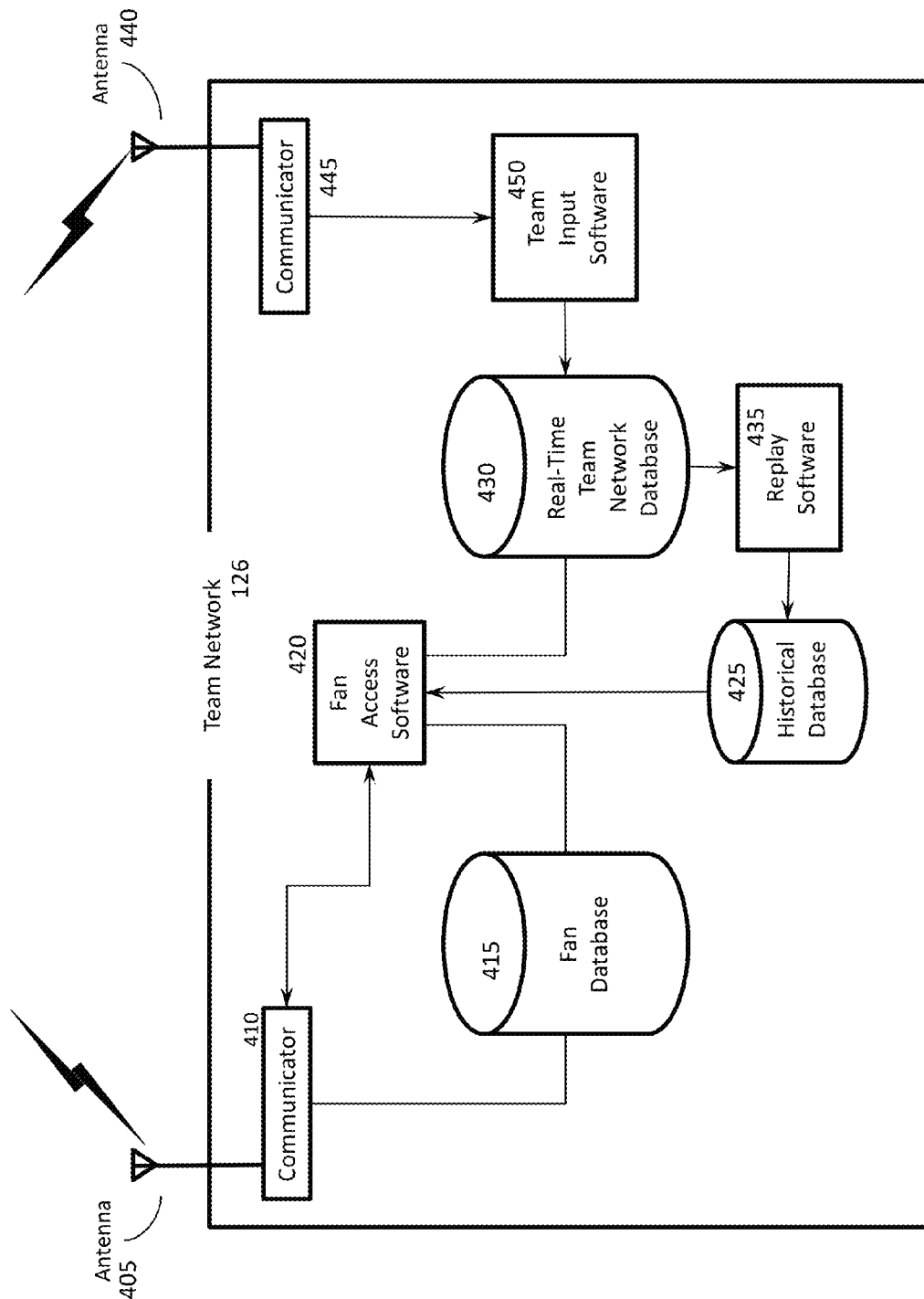


FIG. 4

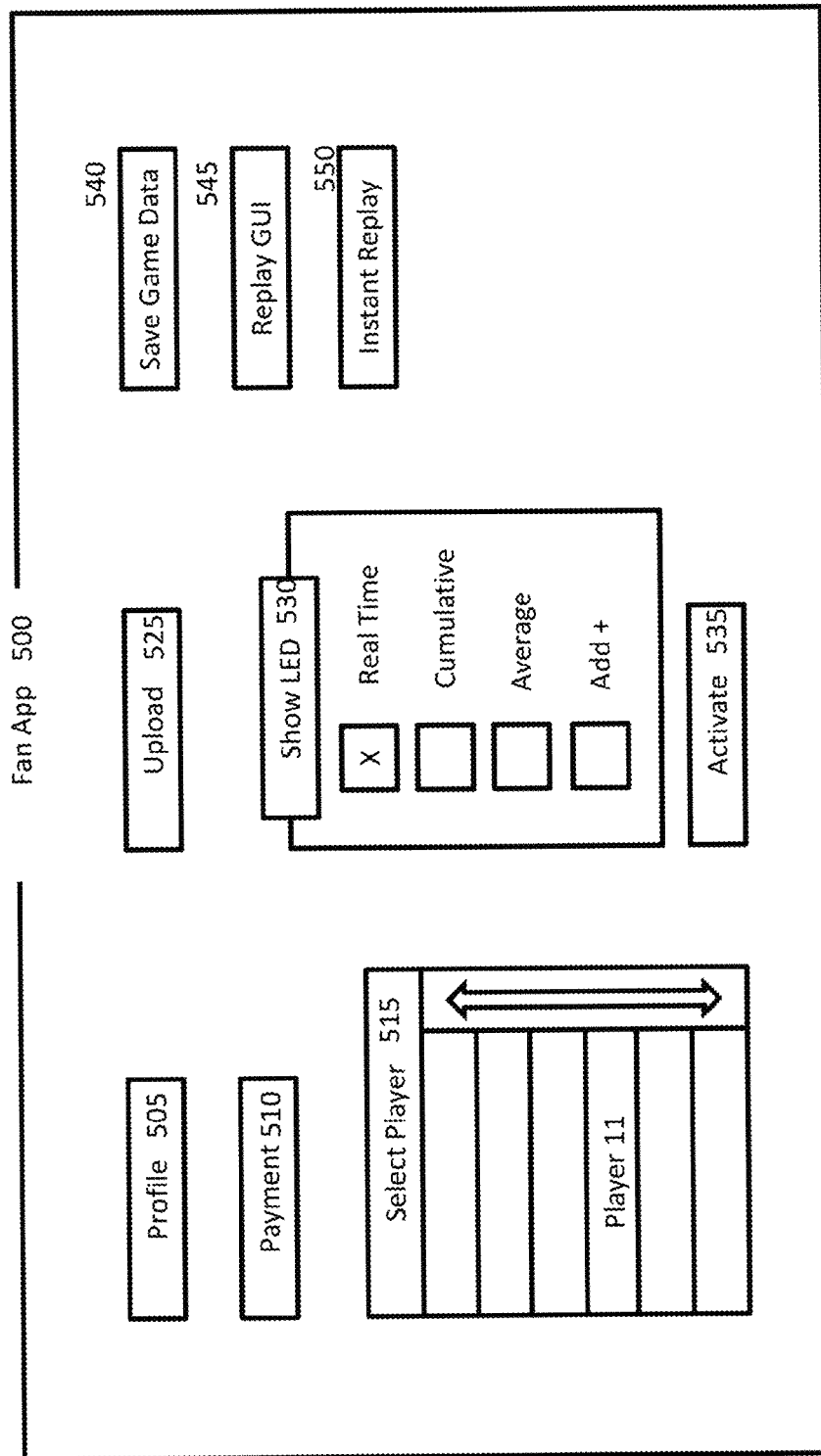
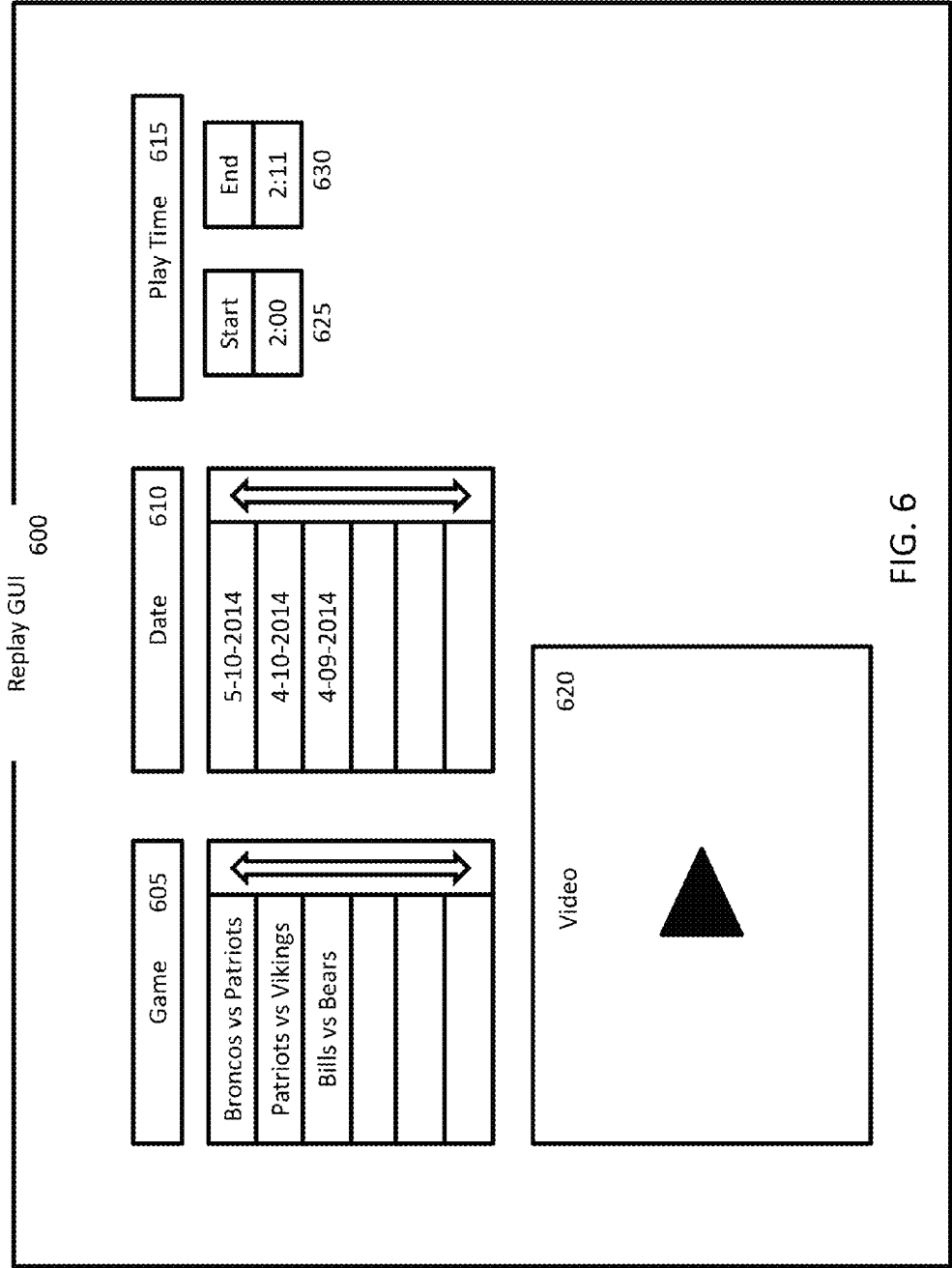


FIG. 5



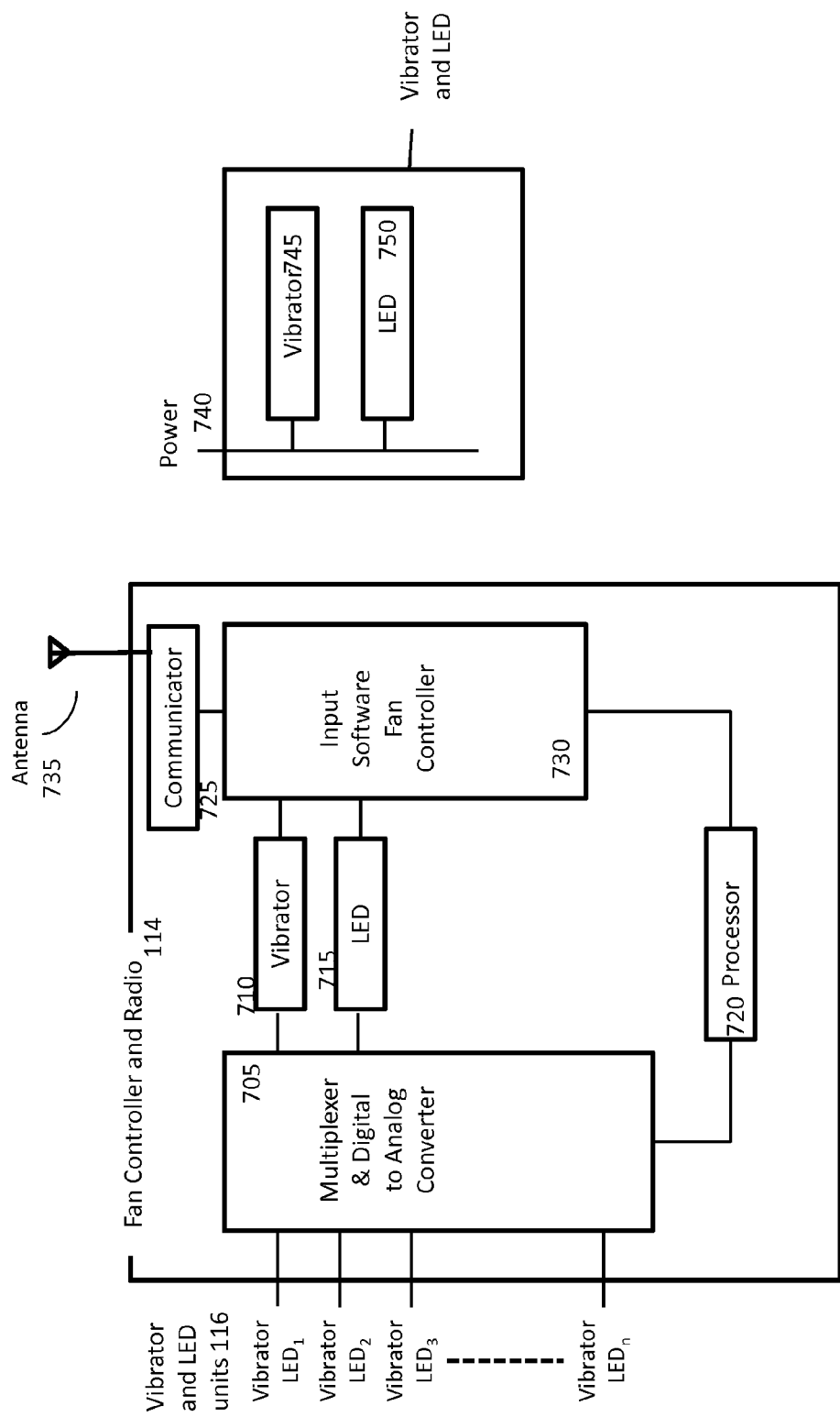


FIG. 7B

FIG. 7A

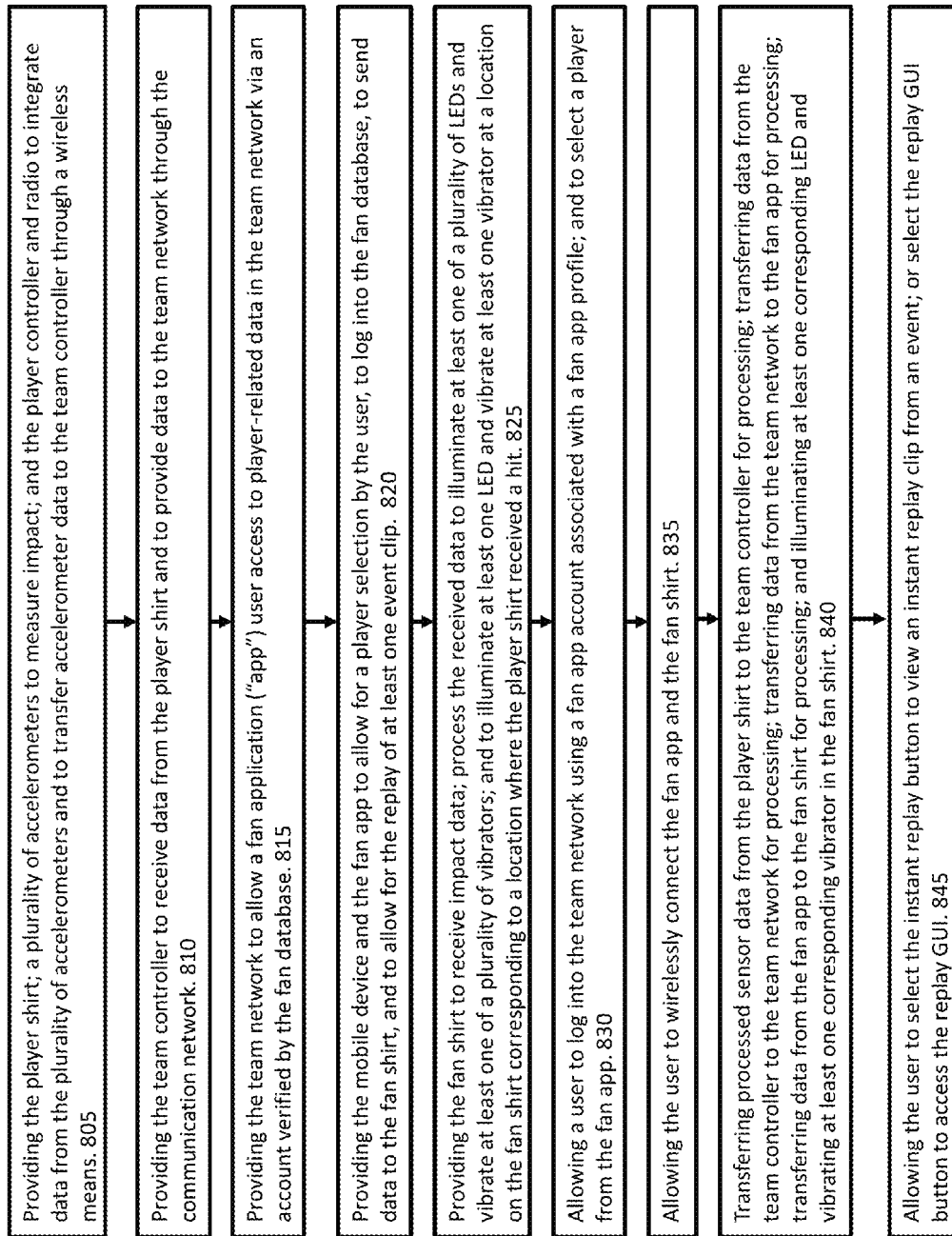


FIG. 8

SENSOR EXPERIENCE SHIRT**CROSS-REFERENCE TO RELATED APPLICATIONS**

This application claims the priority benefit of U.S. provisional application No. 62/023,606, filed on Jul. 11, 2014 and titled "Player Accelerometer Data and Fan Shirt LED Hit Intensity Replay," and U.S. provisional application No. 62/029,610, filed on Jul. 28, 2014 and titled "Player Accelerometer Data and Fan Shirt LED Hit Intensity," the disclosures of which are incorporated herein by reference.

BACKGROUND OF THE INVENTION**1. Field of the Invention**

The present invention relates generally to technology-integrated garments. More specifically, the present invention relates to translating collected sensor data for a garment.

2. Description of the Related Art

Organizations currently have a variety of options for enhancing the sensory experience of consumers. Theatres can show three-dimensional movies or provide chairs that shake and move according to a film. A consumer can feel, for example, what a driver in a movie may feel during a scene in the movie. Marketers can place microphones on players and coaches during sports events and allow viewers to hear audio clips from a game. A viewer can hear the impact of sports equipment during tackles and hear the quarterback on the field.

It is difficult, however, to allow users to experience sensory data such as accelerometer data collected from different players. A user may want to see an instant replay of an event, experience the vibrations associated with a tackle, and experience the tackle from the perspective of multiple players. It is also difficult to allow a user to share a sensory experience with other users during an event. A user may want to know whether another user experienced the same tackle and may want to know without having to interrupt during an event.

There is a need in the art for improved systems and methods for enhancing audience sensory experience.

SUMMARY OF THE PRESENTLY CLAIMED INVENTION

One exemplary method for enhancing audience sensory experience describes receiving impact data from one or more sensors. The one or more sensors are on one or more wearable items. The method also describes processing the received data to associate location information with the received data. The location information specifies sensor location on the one or more wearable items for each of the one or more sensors. The method also describes transmitting the processed data to an application at a user device. The transmitted data is processed to provide input to one or more light-emitting diodes and one or more vibrators and to identify the one or more light-emitting diodes and the one or more vibrators receiving input. The one or more light-emitting diodes and the one or more vibrators are located at a location corresponding to a location of the one or more sensors. Input causes each of the one or more light-emitting diodes to illuminate and causes each of the one or more vibrators to vibrate.

One exemplary system for enhancing audience sensory experience provides one or more sensors, one or more wearable items, one or more light-emitting diodes, one or more vibrators, and a processor. Execution of instructions stored in the memory by the processor performs a set of operations.

The operations include receiving impact data from the one or more sensors. The one or more sensors are on the one or more wearable items. The operations also include processing the received data to associate location information with the received data. The location information specifies sensor location on the one or more wearable items for each of the one or more sensors. The operations also include transmitting the processed data to an application at a user device. The transmitted data is processed to provide input to one or more light-emitting diodes and one or more vibrators and to identify the one or more light-emitting diodes and the one or more vibrators receiving input. The one or more light-emitting diodes and the one or more vibrators are located at a location corresponding to a location of the one or more sensors. Input causes each of the one or more light-emitting diodes to illuminate and causes each of the one or more vibrators to vibrate.

One exemplary non-transitory computer-readable storage medium is also described, the non-transitory computer-readable storage medium having embodied thereon a program executable by a processor to perform an exemplary method for enhancing audience sensory experience. The exemplary program method describes receiving impact data from one or more sensors. The one or more sensors are on one or more wearable items. The program method also describes processing the received data to associate location information with the received data. The location information specifies sensor location on the one or more wearable items for each of the one or more sensors. The program method also describes transmitting the processed data to an application. The transmitted data is processed to provide input to one or more light-emitting diodes and one or more vibrators and to identify the one or more light-emitting diodes and the one or more vibrators receiving input. The one or more light-emitting diodes and the one or more vibrators are located at a location corresponding to a location of the one or more sensors. Input causes each of the one or more light-emitting diodes to illuminate and causes each of the one or more vibrators to vibrate.

BRIEF DESCRIPTION OF THE DRAWINGS

FIG. 1 illustrates a system for enhancing audience sensory experience.

FIG. 2 illustrates a player controller and radio.

FIG. 3 illustrates a team controller.

FIG. 4 illustrates a team network.

FIG. 5 illustrates a fan application ("app") graphical user interface (GUI).

FIG. 6 illustrates a replay GUI.

FIG. 7A illustrates a fan controller and radio.

FIG. 7B illustrates one of a plurality of vibrator and light-emitting diode (LED) units.

FIG. 8 illustrates a method for enhancing audience sensory experience.

DETAILED DESCRIPTION

The present invention includes systems and methods for enhancing audience sensory experience. Light-emitting diodes and vibrators may activate on an audience member shirt when an actor receives a hit while wearing a shirt having sensors. The audience member may choose to receive input from a particular actor's shirt. The audience member may also choose to view a replay of an event and activate the associated light-emitting diodes and vibrators.

Audience sensory experience can be enhanced at entertainment or cultural events that are presented at a theatre, gymnasium, stadium, or other facility to a group of people. Such

events include a wide variety of sporting events such as football (American and Global), baseball, basketball, soccer, ice hockey, lacrosse, rugby, cricket, tennis, track and field, golf, cycling, motor sports such as automobile or motorcycle racing, horse racing, Olympic games, and the like; cultural events such as concerts, music festivals, plays, the opera, and the like; religious events; and more permanent exhibitions such as museum, historic home, and the like. Names used for people and organizations are exemplary.

FIG. 1 illustrates a system 100 for enhancing audience sensory experience. The system 100 of FIG. 1 includes a communication network 102 (e.g., the Internet or cloud), a fan mobile device 110, a fan shirt 124, a team network 126, a team controller 132, and a player shirt 144. The team controller 132 includes a team controller antenna 130. The fan mobile device 110, the fan shirt 124, the team network 126, the team controller 132, and the player shirt 144 may also communicate via the communication network 102.

The player shirt 144 includes a plurality of sensors 146 (e.g., S_{1-n}) and a player controller and radio 136. The plurality of sensors 146 may be accelerometers. The plurality of sensors 146 may collect data when, for example, an object or a person impacts the player shirt 144 while a player is wearing the player shirt 144. The plurality of sensors 146 may send sensor data to the player controller and radio 136 in real time. The plurality of sensors 146 is in communication with the player controller and radio 136. The plurality of sensors 146 may be in communication with the player controller and radio 136 through wires or through one or more wireless means. The player controller and radio 136 may send received data to the team controller 132 in real time. The team controller 132 may collect real-time player data and transfer the data to the team network 126 in real time. Data stored in the team network 126 is accessible via the communication network 102.

The fan mobile device 110 includes a fan mobile device antenna 104, a communicator unit 106, and a fan application ("app") 108. The fan app 108 may access data in the team network 126 via the communication network 102. The fan app 108 may also access data stored in the mobile device 110. The fan app 108 may access the communication network 102 using the communicator unit 106. The communicator unit 106 may access the communication network 102 using the antenna 104.

The fan shirt 124 includes a plurality of vibrator and light-emitting diode (LED) units 116 (e.g., V_{1-n}) and a fan controller and radio 114. The fan controller and radio 114 may receive data from the fan app 108 and process the received data to activate at least one of the plurality of vibrator and LED units 116. A vibrator and LED unit may illuminate and vibrate when activated.

The plurality of vibrator and LED units 116 are in communication with the fan controller and radio 114. The plurality of vibrator and LED units 116 may be in communication with the fan controller and radio 114 through wires or through one or more wireless means. Fan controller and radio input at a vibrator and LED unit may cause the associated vibrator to vibrate. Fan controller and radio input at a vibrator and LED unit may also cause the associated LED to illuminate. When an object or a person hits the player shirt 144, the fan shirt 124 may receive input such that vibration and illumination of the fan shirt 124 corresponds to the quantity and location of impact at the player shirt 144. A fan shirt 124 may, for example, light up and vibrate at the right sleeve when the player shirt 144 receives a hit at the right sleeve. A fan shirt 124 may, for example, light up intensely at the right sleeve when the player shirt 144 receives multiple hits at the right sleeve within a short period of time. Each of the plurality of

vibrator and LED units 116 may also activate based on the impact intensity at the player shirt 144. The fan shirt 124 may, for example, light up and vibrate intensely when the player shirt 144 receives a hard hit. Vibrator and LED unit activation may occur in real time as an associated player shirt receives a hit.

FIG. 2 illustrates the player controller and radio 136. The player controller and radio 136 of FIG. 2 includes an antenna 205, a communicator unit 210, a player controller and radio software 215, a database 220, a player identification (ID) unit 225, a processor 230, a load software 235, and a multiplexer and analog-to-digital converter 240.

The multiplexer and analog-to-digital converter 240 receives data from the plurality of sensors 146. The multiplexer and analog-to-digital converter 240 converts analog data to digital data. The player controller and radio 136 may use the load software to manage data received from the plurality of sensors 146 and load digital data from the multiplexer and analog-to-digital converter 240 to the database 220. The player controller and radio 136 may use the player controller and radio software 215 to manage data stored in the database 220 and player identification information in the player ID unit 225. Data in the database 220 may be organized based on location of the associated sensor. Data in the database 220 may also be associated with player identification information provided by the player ID unit 225. Player identification information may identify the player wearing the player shirt 144 when the player shirt 144 received the associated impact. The player controller and radio software 215 may load data for transfer from the database 220 and the player ID unit 225 to the team controller 132. The player controller and radio 136 may send data received from the plurality of sensors 146 to the team controller 132 in real time and communicate with the team controller 132 using the communicator unit 210. The communicator unit 210 may use the antenna 205 to communicate with the team controller 132. The processor 230 may be used to run the player controller and radio 136.

FIG. 3 illustrates the team controller 132. The team controller 132 of FIG. 3 includes two antennas 305, 345, two communicator units 310, 335, a team controller output software 315, a team controller database 320, a processor 325, a team controller input software 330, and a multiplexer 340. In other embodiments, more antennas, or fewer antennas, may be included. In other embodiments, more communicator units, or fewer communicator units, may be included.

The team controller 132 may receive data from a plurality of player shirts 350 (e.g., Player 1, 2 . . . n) via the communicator unit 335. The team controller 132 may use the multiplexer to provide data input to the team controller input software 330. The team controller 132 may transfer data to the team controller database 320 using the team controller input software 330. The team controller 132 may load data for transfer from the team controller database 320 to the team network 126. The team controller 132 may send data received from the plurality of player shirts 350 to the team network 126 in real time and communicate with the team network 126 using the communicator unit 310. The communicator unit 310 may use the antenna 305 to communicate with the team network 126. The processor 325 may be used to run the team controller 132.

FIG. 4 illustrates the team network 126. The team network 126 of FIG. 4 includes two antennas 405, 440, two communicator units 410, 445, a fan database 415, a fan access software 420, a real-time team network database 430, and a team input software 450. The team network 126 may also include a historical database 425 and a replay software 435. In other

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embodiments, more antennas, or fewer antennas, may be included. In other embodiments, more communicator units, or fewer communicator units, may be included.

The team network 126 may use the fan input software 450 to load data received through the communicator unit 445 to the team network database 430. The team network 126 may use the replay software 435 to input data associated with an event from the team network database 430 to the historical database 425 at the end of the associated event.

The team network 126 may use the fan access software 420 to input user data such as user profile data to the fan database 415. The fan database 415 may store data used by the team network 126 in determining access rights of a user. The team network 126 may use the fan access software 420 to determine access rights 415 before providing a user with data from the team network database 430 or the historical database 425. When a user requests fan shirt data for "Player 11," for example, the team network 126 may examine the fan database 415 to identify the user's account and determine whether the user provided payment to receive data input for the fan shirt 124. The team network 126 may also use the fan access software 420 to provide data from the team network database 430 and the historical database 425 to the fan app 108. The team network 126 may also use the fan access software 420 to provide data from the fan database 415 to the fan app 108.

The team network 126 may communicate with the fan app 108 via the communicator unit 410. The communicator unit 410 may communicate using the antenna 410.

FIG. 5 illustrates a fan application ("app") graphical user interface (GUI) 500. The fan app GUI 500 of FIG. 5 includes a profile button 505, a payment button 510, a select player section 515, an upload button 525, a show LED section 530, and an activate button 535. The fan app GUI 500 may also include a save game data button 540, a replay GUI button 545, and an instant replay button 550.

A fan app GUI user may select the profile button 505 to input user information through a profile GUI (not shown). The user may input user information such as name, an ID associated with a fan app account, and credit card information. The user may select a payment method using the payment button 510. The user may access the team network 126 by logging into a fan app account and providing payment through the fan app 108.

The user may make a player selection using the select player section 515. For example, "Player 11" is selected in the select player section 515. The player selection associates the fan app 108 with the selected player. The fan shirt 124 receives data associated with the selected player from the fan app 108.

The user may adjust settings for the plurality of LEDs in the associated fan shirt 124 using the show LED section 530. The show LED section 530 may include various options such as a real-time option, a cumulative option, an average option, and an add option.

Selection of the real-time option may cause the corresponding plurality of fan shirt LEDs to blink when the associated player shirt 144 receives a hit. Selection of the cumulative option may cause the corresponding plurality of fan shirt LEDs to illuminate in increased brightness as the associated player shirt 144 receives additional hits. The fan app 108 may process received data to increase LED brightness each time the selected player receives a hit at the corresponding location.

When a user selects the average option, brightness of the corresponding plurality of fan shirt LEDs may change based on an average number of hits for the associated player shirt 144. The number of hits received by the associated player

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shirt 144 may be averaged based on elapsed time. The fan shirt 124 may light up intensely during the first half of an event when the associated player receives numerous hits and dim during the second half of the event when the associated player receives fewer hits. The user may select or provide additional options by selecting the add option. The user may, for example, use the add option to keep all LEDs of the associated fan shirt 124 illuminated.

The user may upload fan app GUI inputs to the team network 126 by selecting the upload button 525. The user may also activate selections made through the fan app GUI 500 using the activate button 535.

The user may use the save game data button 540 to save video data and fan shirt data from an event. A user may save, for example, video of an event and data used to activate the fan shirt 124 according to hits received during the event. The data may be saved to the mobile device 110.

The user may view an instant replay during an event using the instant replay button 550. When the user watches the instant replay, the fan shirt 124 may also vibrate and illuminate when the selected player receives a hit during the instant play. The fan app 108 may retrieve video data and fan shirt data used for an instant replay from the mobile device 110 or from the historical database 425. The user may access a replay GUI (not shown) using the replay GUI button 545.

FIG. 6 illustrates the replay GUI 600. The replay GUI 600 of FIG. 6 includes a game section 605, a date section 610, a play time section 615, and a viewer 620. The play time section 615 includes a start input 625 and an end input 630. A replay GUI user may select an event clip using the game section 605, the date section 610, and the play time section 615 and view the selected event clip using the viewer 620. The selected event clip may be retrieved from the historical database 425. The selected event clip may also be retrieved from the mobile device 110 if the event data was saved using the save game data button 540. The user may select an event clip based on an event name in the game section 605. The user may also select an event clip by specifying the event date in the date section 610. The user may specify the start point and end point of a clip using the play time section 615. The user may, for example, watch eleven seconds of an event, starting at two minutes into the event, by inputting "2:00" for the start input 625 and "2:11" for the end input 630. Processed sensor data may also be retrieved along with the event clip. When the user watches the selected event clip, the fan shirt 124 may also vibrate and illuminate according to hits received by the selected player during the event clip.

FIG. 7A illustrates the fan controller and radio 114. The fan controller and radio 114 of FIG. 7A includes a multiplexer and digital-to-analog converter 705, a vibrator unit 710, an LED unit 715, a processor 720, an antenna 735, a communicator unit 725, and an input software 730. The fan controller and radio 114 may wirelessly receive input from the fan app 108 via the communicator unit 725. The communicator unit 725 may use the antenna 735 to wirelessly receive input. The fan controller and radio 114 may use the input software 730 to manage received data and provide input to active at least one corresponding vibrator and LED unit 116. The fan controller and radio 114 may use the input software 730 to provide data identifying which vibrator to vibrate, which LED to illuminate, the intensity of vibration, and the intensity of illumination. The input software 730 may provide vibrator input to the multiplexer and digital-to-analog converter 705 through the vibrator unit 710. The input software 730 may also provide LED input to the multiplexer and digital-to-analog converter 705 through the LED unit 715. The multiplexer and digital-to-analog converter 705 may convert digital data received

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from the processor 720 to analog data. The multiplexer and digital-to-analog converter 705 may provide the analog data to the corresponding vibrator and LED units 116. The processor 720 may be used to run the fan controller and radio 114.

FIG. 7B illustrates one of the plurality of vibrator and LED units 116. The vibrator and LED unit includes a power source 740, a vibrator 745, and an LED 750. The vibrator 745 and the LED 750 receive power from the power source 740. The power source 740 may power the vibrator 745 to allow the vibrator 745 to vibrate. The power source 740 may power the LED 750 to allow the LED 750 to illuminate. The LED 750 may be located outside the fan shirt 124. The vibrator 745 may be located inside the fan shirt 124.

FIG. 8 illustrates a method 800 for enhancing audience sensory experience. The method 800 may include, at block 805, providing the player shirt 144; a plurality of accelerometers to measure impact; and the player controller and radio 136 to integrate data from the plurality of accelerometers and to transfer accelerometer data to the team controller 132 through a wireless means.

The method 800 may include, at block 810, providing the team controller 132 to receive data from the player shirt 144 and to provide data to the team network 126 through the communication network 102.

The method 800 may include, at block 815, providing the team network 126 to allow a fan application ("app") user access to player-related data in the team network 126 via an account verified by the fan database 415.

The method 800 may include, at block 820, providing the mobile device 110 and the fan app 108 to allow for a player selection by the user, to log into the fan database 415, to send data to the fan shirt 124, and to allow for the replay of at least one event clip.

The method 800 may include, at block 825, providing the fan shirt 124 to receive impact data; process the received data to illuminate at least one of a plurality of LEDs and vibrate at least one of a plurality of vibrators; and to illuminate at least one LED and vibrate at least one vibrator at a location on the fan shirt 124 corresponding to a location where the player shirt 144 received a hit.

The method 800 may include, at block 830, allowing a user to log into the team network 126 using a fan app account associated with a fan app profile; and to select a player from the fan app 108. The method 800 may include, at block 835, allowing the user to wirelessly connect the fan app 108 and the fan shirt 124. The method 800 may include, at block 840, transferring processed sensor data from the player shirt 144 to the team controller 132 for processing; transferring data from the team controller 132 to the team network 126 for processing; transferring data from the team network 126 to the fan app 108 for processing; transferring data from the fan app 108 to the fan shirt 124 for processing; and illuminating at least one corresponding LED and vibrating at least one corresponding vibrator in the fan shirt 124. The method 800 may include, at block 845, allowing the user to select the instant replay button 550 to view an instant replay clip from an event; or select the replay GUI button 545 to access the replay GUI 600.

While various flow diagrams provided and described above may show a particular order of operations performed by certain embodiments of the invention, it should be understood that such order is exemplary (e.g., alternative embodiments can perform the operations in a different order, combine certain operations, overlap certain operations, etc.). Names used for people and organizations are exemplary.

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The foregoing detailed description of the technology herein has been presented for purposes of illustration and description. It is not intended to be exhaustive or to limit the technology to the precise form disclosed. Many modifications and variations are possible in light of the above teaching. The described embodiments were chosen in order to best explain the principles of the technology and its practical application to thereby enable others skilled in the art to best utilize the technology in various embodiments and with various modifications as are suited to the particular use contemplated. It is intended that the scope of the technology be defined by the claim.

What is claimed is:

1. A method for enhancing audience sensory experience, the method comprising:

receiving impact data from a first radio, wherein the first radio is in communication with a plurality of acceleration sensors, each of the acceleration sensors located at one of a plurality of locations on a player shirt worn by a player, and the first radio receives, from one or more acceleration sensors, impact data generated when an impact is received at the one or more acceleration sensors;

executing instructions stored in memory, wherein execution of the instructions by a processor associates location information with the received impact data, wherein the received impact data and the associated location information is stored in a database; and

transmitting impact data and the associated location information over a communication network to a user device when a request concerning the impact data is received from the user device, wherein an application at the user device processes the transmitted impact data to:

identify, using the associated location information, one or more light-emitting diodes and one or more vibrators associated with the transmitted impact data, and each of the one or more identified light-emitting diodes and each of the one or more identified vibrators are located on a user shirt at a location corresponding to a player shirt location, and the user shirt is worn by a user, and

provide input to a second radio, the second radio in communication with the one or more identified light-emitting diodes and the one or more identified vibrators, and input transmitted from the second radio to the one or more identified light-emitting diodes and the one or more identified vibrators causes the one or more identified light-emitting diodes to illuminate in real time at an intensity corresponding to an intensity of impact at the player shirt and causes the one or more identified vibrators to vibrate in real time at an intensity corresponding to an intensity of impact at the player shirt.

2. The method of claim 1, wherein the player shirt is worn by an athlete during a sporting event.

3. The method of claim 1, wherein the request is received from the user device when the user selects, using the application, an identification associated with the player, and the identification is associated with the received impact data.

4. A system for enhancing audience sensory experience, the system comprising:

a first radio that is in communication with a plurality of acceleration sensors, wherein each of the acceleration sensors are located at one of a plurality of locations on a player shirt worn by a player, and the first radio receives,

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- from one or more acceleration sensors, impact data generated when an impact is received at the one or more acceleration sensors;
- a processor that executes instructions stored in memory, wherein execution of the instructions by the processor: 5
receives impact data from the first radio, and
associates location information with the received impact data, wherein the received impact data and the associated location information is stored in a database; 10
and
a communication interface that transmits impact data and the associated location information over a communication network to a user device when a request concerning the impact data is received from the user device, wherein an application at the user device processes the transmitted impact data to: 15
identify, using the associated location information, one or more light-emitting diodes and one or more vibrators associated with the transmitted impact data, and each of the one or more identified light-emitting diodes and each of the one or more identified vibrators are located on a user shirt at a location corresponding to a player shirt location, and the user shirt is worn by a user, and 20
provide input to a second radio, the second radio in communication with the one or more identified light-emitting diodes and the one or more identified vibrators, and input transmitted from the second radio to the one or more identified light-emitting diodes and the one or more identified vibrators causes the one or more identified light-emitting diodes to illuminate in real time at an intensity corresponding to an intensity of impact at the player shirt and causes the one or more identified vibrators to vibrate in real time at an intensity corresponding to an intensity of impact at 35 the player shirt.
5. The system of claim 4, wherein the player shirt is worn by an athlete during a sporting event.
6. The system of claim 4, wherein the request is received from the user device when the user selects, using the application, an identification associated with the player, and the identification is associated with the received impact data. 40
7. A non-transitory computer-readable storage medium having embodied thereon a program executable by a processor to perform a method for enhancing audience sensory experience, the method comprising: 45

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- receiving impact data from a first radio, wherein the first radio is in communication with a plurality of acceleration sensors, each of the acceleration sensors located at one of a plurality of locations on a player shirt worn by a player, and the first radio receives, from one or more acceleration sensors, impact data generated when an impact is received at the one or more acceleration sensors;
- associating location information with the received impact data, wherein the received impact data and the associated location information is stored;
- transmitting impact data and the associated location information over a communication network to a user device when a request concerning the impact data is received from the user device, wherein an application at the user device processes the transmitted impact data to:
- identify, using the associated location information, one or more light-emitting diodes and one or more vibrators associated with the transmitted impact data, and each of the one or more identified light-emitting diodes and each of the one or more identified vibrators are located on a user shirt at a location corresponding to a player shirt location, and the user shirt is worn by a user, and
- provide input to a second radio, the second radio in communication with the one or more identified light-emitting diodes and the one or more identified vibrators, and input transmitted from the second radio to the one or more identified light-emitting diodes and the one or more identified vibrators causes the one or more identified light-emitting diodes to illuminate in real time at an intensity corresponding to an intensity of impact at the player shirt and causes the one or more identified vibrators to vibrate in real time at an intensity corresponding to an intensity of impact at the player shirt.
8. The non-transitory computer-readable storage medium of claim 7, wherein the player shirt is worn by an athlete during a sporting event.
9. The non-transitory computer-readable storage medium of claim 7, wherein the request is received from the user device when the user selects, using the application, an identification associated with the player, and the identification is associated with the received impact data.

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